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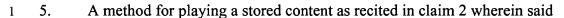
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In the claims:

1	1. A method for playing a stored content comprising:
2	providing a plurality of segments which collectively comprise said stored
3	content, wherein each of said segments has a first terminus and a second terminus;
4	wherein content in each of said segments has a temporal flow from said first terminus
5	to said second terminus, and wherein at least one segment is associated with a
6	plurality of links to a corresponding plurality of other of said segments;
7	playing said at least one segment with said temporal flow;
8	determining prior to reaching said second terminus whether a content
9	expansion is desired; and
0	linking to an expansion segment and playing said expansion segment if said
1	content expansion is desired and to a continuing segment and playing said continuing
2	segment if said content expansion is not desired, where there is an additional link
3	from said expansion segment to said continuing segment such that said continuing
4	segment is played after said expansion segment has been played.
1	2. A method for playing a stored content as recited in claim 1 wherein at least
2	one of said continuing segments contains a landing sub-segment having a first landing

- 3 sub-segment terminus and a second landing sub-segment terminus and wherein said 4 linking of said expansion segment to said continuing segment and playing said continuing segment can proceed from a starting point of said landing sub-segment 5 after playing said expansion segment. 6
- 3. A method for playing a stored content as recited in claim 2 wherein said first 1 2 landing sub-segment terminus of said continuing segment substantially coincides with said first terminus of said continuing sub-segment. 3
- 4. 1 A method for playing a stored content as recited in claim 2 wherein said 2 starting point of said continuing segment after playing said expanding segment substantially coincides with said first landing sub-segment terminus of said continuing 3 segment. 4



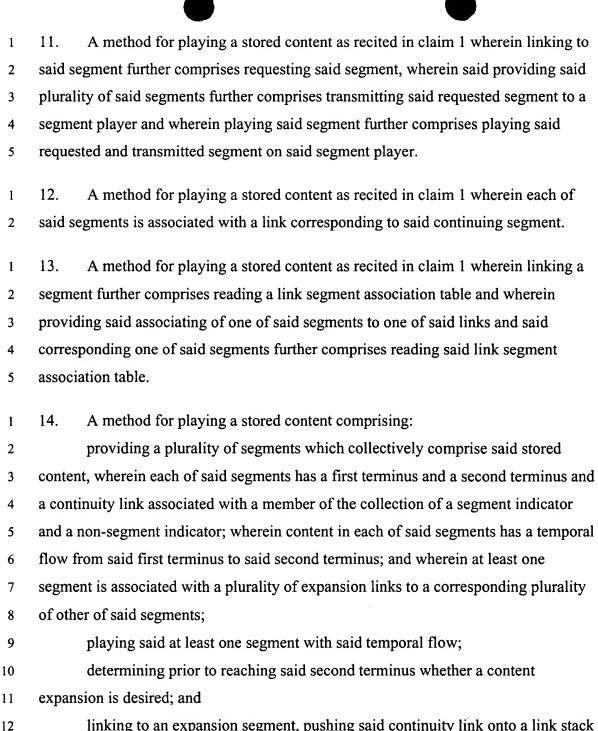


- 2 starting point of said continuing segment after playing said expanding segment
- 3 substantially coincides with said second landing sub-segment terminus of said
- 4 continuing segment.
- 1 6. A method for playing a stored content as recited in claim 1 wherein at least
- 2 one of said expansion segments contains a contraction zone significantly preceding
- said second terminus; further comprising determining within playing said expansion
- 4 segment containing said contraction zone prior to reaching said contraction zone
- 5 whether a premature contraction is desired; and wherein playing said continuing
- 6 segment follows playing said contraction zone if said premature contraction is
- 7 desired.
- 1 7. A method for playing a stored content as recited in claim 1 wherein playing
- 2 said segments further comprises highlighting an expansion segment cue
- 3 corresponding to one of said expansion links; and wherein determining prior to
- 4 reaching said second terminus whether a content expansion is desired further
- 5 comprises determining whether said expansion segment cue is selected.
- 1 8. A method for playing a stored content as recited in claim 7 wherein playing
- 2 said segments further comprises playing at least one discernible entity and wherein
- 3 highlighting said expansion segment cue comprises highlighting associated with one
- 4 of said discernible entities.
- 9. A method for playing a stored content as recited in claim 8 wherein
- 2 determining whether said expansion segment cue highlighted by said associated
- discernible entity is selected further comprises determining whether said associated
- 4 discernible entity is selected.
- 1 10. A method for playing a stored content as recited in claim 8 wherein linking to
- 2 said expansion segment and playing said expansion segment further comprises
- 3 playing a transition from said highlighting said associated discernible entity to playing
- 4 said expansion segment.



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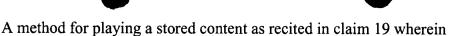


linking to an expansion segment, pushing said continuity link onto a link stack and playing said expansion segment if said content expansion is desired; and

linking to a continuing segment and playing said continuing segment if said content expansion is not desired and if said continuity link indicates said continuing segment.



1	15. A method for playing a stored content as recited in claim 14 further		
2	comprising:		
3	determining if said link stack is empty,		
4	popping said link stack, playing said segment indicated by popped said link		
5	stack		
6	if said content expansion is not desired, and		
7	if determining said link stack is not empty and		
8	if said continuity link indicates a non-segment and		
9	if said popped link stack indicated a segment.		
1	16. A method for playing a stored content as recited in claim 15 further		
2	comprising:		
3	halting said playing upon reaching said second terminus		
4	if said content expansion is not desired and		
5	if said link stack is determined to be empty and		
6	if said continuity link indicates a non-segment.		
1	17. A method for playing a stored content as recited in claim 14 wherein at least		
2	one of said expansion segments contains a contraction zone significantly preceding		
3	said second terminus; further comprising determining within playing said expansion		
4	segment containing said contraction zone prior to reaching said contraction zone		
5	whether a premature contraction is desired; and wherein playing said continuing		
6	segment follows playing said contraction zone if said premature contraction is		
7	desired.		
1	18. A method for playing a stored content as recited in claim 14 wherein playing		
2	said segments further comprises highlighting an expansion segment cue		
3	corresponding to one of said expansion links; and wherein determining prior to		
4	reaching said second terminus whether a content expansion is desired further		
5	comprises determining whether said expansion segment cue is selected.		
1	19. A method for playing a stored content as recited in claim 18 wherein playing		
2	said segments further comprises playing at least one discernible entity; and wherein		
3	highlighting said expansion segment cue comprises highlighting associated with one		
4	of said discernible entities.		



- 2 determining whether said expansion segment cue highlighted by said associated
- 3 discernible entity is selected further comprises determining whether said associated
- 4 discernible entity is selected.

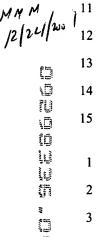
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- 1 21. A method for playing a stored content as recited in claim 20 wherein linking to
- 2 said expansion segment and playing said expansion segment further comprises
- 3 playing a transition from said highlighting said associated discernible entity to playing
- 4 said expansion segment.
- 1 22. A method for playing a stored content as recited in claim 14 wherein linking to
- 2 said segment further comprises requesting said segment; wherein said providing said
- 3 plurality of said segments further comprises transmitting said requested segment to a
- 4 segment player; and wherein playing said segment further comprises playing said
- 5 requested and transmitted segment on said segment player.
- 1 23. A method for playing a stored content as recited in claim 14 wherein each of
- said segments is associated with a link corresponding to said continuing segment.
- 1 24. A method for playing a stored content as recited in claim 14 wherein linking a
- segment further comprises reading a link segment association table; and wherein
- 3 providing said associating of one of said segments to one of said links and said
- 4 corresponding one of said segments further comprises reading said link segment
- 5 association table.
- 1 25. A method for playing a stored content as recited in claim 14 wherein at least
- 2 one of said continuing segments contains a landing sub-segment having a first landing
- 3 sub-segment terminus and a second landing sub-segment terminus and wherein said
- 4 linking of said expansion segment to said continuing segment and playing said
- 5 continuing segment can proceed from a starting point of said landing sub-segment
- 6 after playing said expansion segment.
- 1 26. A method for playing a stored content as recited in claim 25 wherein said first
- 2 landing sub-segment terminus of said continuing segment substantially coincides with
- 3 said first terminus of said continuing sub-segment.





- 2 starting point of said continuing segment after playing said expanding segment
- 3 substantially coincides with said first landing sub-segment terminus of said continuing
- 4 segment.
- 1 28. A method for playing a stored content as recited in claim 25 wherein said
- 2 starting point of said continuing segment after playing said expanding segment
- 3 substantially coincides with said second landing sub-segment terminus of said
- 4 continuing segment.
- 1 29. A storage device for a segmented continuous play media stream comprising: at
- 2 least three segments, each segment comprising a first terminus and a second terminus
- 3 wherein said segmented continuous play media stream within each segment
- 4 progresses from said first terminus to said second terminus; wherein at least one of
- said segments contains a plurality of links to a corresponding plurality of other of said
- 6 segments further comprising a continuation link and at least one expansion link and a
- 7 cue associated with each of said expansion links, stored in said containing segment
- 8 substantially before said segmented continuous play media stream progresses to said
- 9 second terminus of said containing segment; wherein said segmented continuous play
- media stream of said containing segment progresses to said first terminus of said
- corresponding continuation link segment after progress to said containing segment
- 12 second terminus; and wherein said segmented continuous play media stream of said
- containing segment progresses to said first terminus of said corresponding expansion
- link segment after progress to said containing segment second terminus.
- 1 30. A storage device as in claim 29 wherein each of said segments comprising
- 2 said segmented continuous play media stream contains said continuation link to said
- 3 corresponding segment.
- 1 31. A storage device as in claim 30 wherein said corresponding continuation link
- 2 segment may designate a null segment terminating said segmented continuous play
- 3 media stream when said segmented continuous play media stream progresses to said
- 4 second terminus.



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32. A storage mechanism referencing a continuous play media stream segment store comprising

a collection of at least three segment descriptors each of said segment descriptors comprising a first terminus referencing a first time point of a continuous play media stream segment contained in said continuous play media stream segment store; a second terminus referencing a second time point of said continuous play media stream segment contained in said continuous play media stream segment store; a continuity link representing one of a collection comprising an indicator of another of segment descriptors and an indicator to a non-segment; and

a collection of at least one expansion link elements each of said expansion link elements comprising a expansion segment indicator, a expansion cue indicator and an indicator of one of a collection of an indicator of another of said expansion link elements and an indicator of a non-expansion link element;

wherein each of said segment descriptors further comprises one of said indicators of one of said expansion link element.

- 33. A storage mechanism referencing a continuous play media stream segment store as in claim 32 wherein said expansion cue indicator further comprises a highlighting descriptor.
- 34. A storage mechanism referencing a continuous play media stream segment store as in claim 32 wherein each of said expansion link elements further comprises a continuing segment landing offset.



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